

## ABSTRACT

An element of globe block game for stacking up to create a portion of a hollow globe-like body, comprises a plurality of interfaces defining along with a pattern on the hollow globe-like body. A relatively larger outer face boundary and a relatively smaller inner face boundary are defined by the interfaces, and both are usable for presenting a known or imaginary geographic information, star chart or picture therebetween. The pattern can be a set of longitude and latitude lines with a predetermined dividing ( $N^\circ$ ), the relatively larger outer face boundary having a longitude edge (H1) and a latitude edge (L1s) at a latitude that equals to the predetermined dividing ( $N^\circ$ ) multiplied by a predetermined number (S), that can be determined by:

$$H1 = (2 \pi R) (N^\circ) \div (360^\circ); \text{ and}$$

$$L1s = (2 \pi)(R)(\cosine(N^\circ \cdot S)) (N^\circ) \div (360^\circ);$$

and the relatively smaller inner face boundary also having a longitude edge (H2) and a latitude edge (L2s) at a latitude that equals to the predetermined dividing ( $N^\circ$ ) multiplied by a predetermined number (S), that can be determined by:

$$H2 = (2 \pi)(R-T0) (N^\circ) \div (360^\circ); \text{ and}$$

$$L2s = (2 \pi)(R-T0)(\cosine(N^\circ \cdot S)) (N^\circ) \div (360^\circ).$$